AFL

PREMIERSHIP 2007

OFFICIAL AFL

SONY COMPUTER ENTERTAINMENT ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos.

SCES-54639/ANZ

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 1666KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: all buttons • Vibration Function Compatible • EyeToy® USB Camera (for PlayStation®2) Compatible

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SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the ⏏ button on the console front to open the disc cover and place the AFL® Premiership 2007 disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. AFL® Premiership 2007 will then commence loading. Do not insert or remove accessories once the power is turned on.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

MEMORY CARD (8MB) (For PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® (PS one®) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play. If you do not have a Memory Card, you can still play AFL® Premiership 2007 but will not be able to save game settings and data.

NOTE: any previously saved data will be loaded automatically upon start-up.

USING A MULTITAP (For PlayStation®2)

NOTE: in this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2) - (product code SCPH-10090E). This product does not support the Multitap - (product code SCPH-1070 E) designed for use with PlayStation® (PS one®) format software.

AFL® Premiership 2007 automatically detects the number of controllers inserted into the console. Up to four players can participate if a Multitap is inserted. A Multitap should be inserted in controller port 2 of the console, and a controller into controller port 1 of the console. Any other controllers should be inserted sequentially into controller port 2-A, controller port 2-B and controller port 2-C of the Multitap.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons and the left analog stick unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to analog mode (indicator: red) upon start-up.

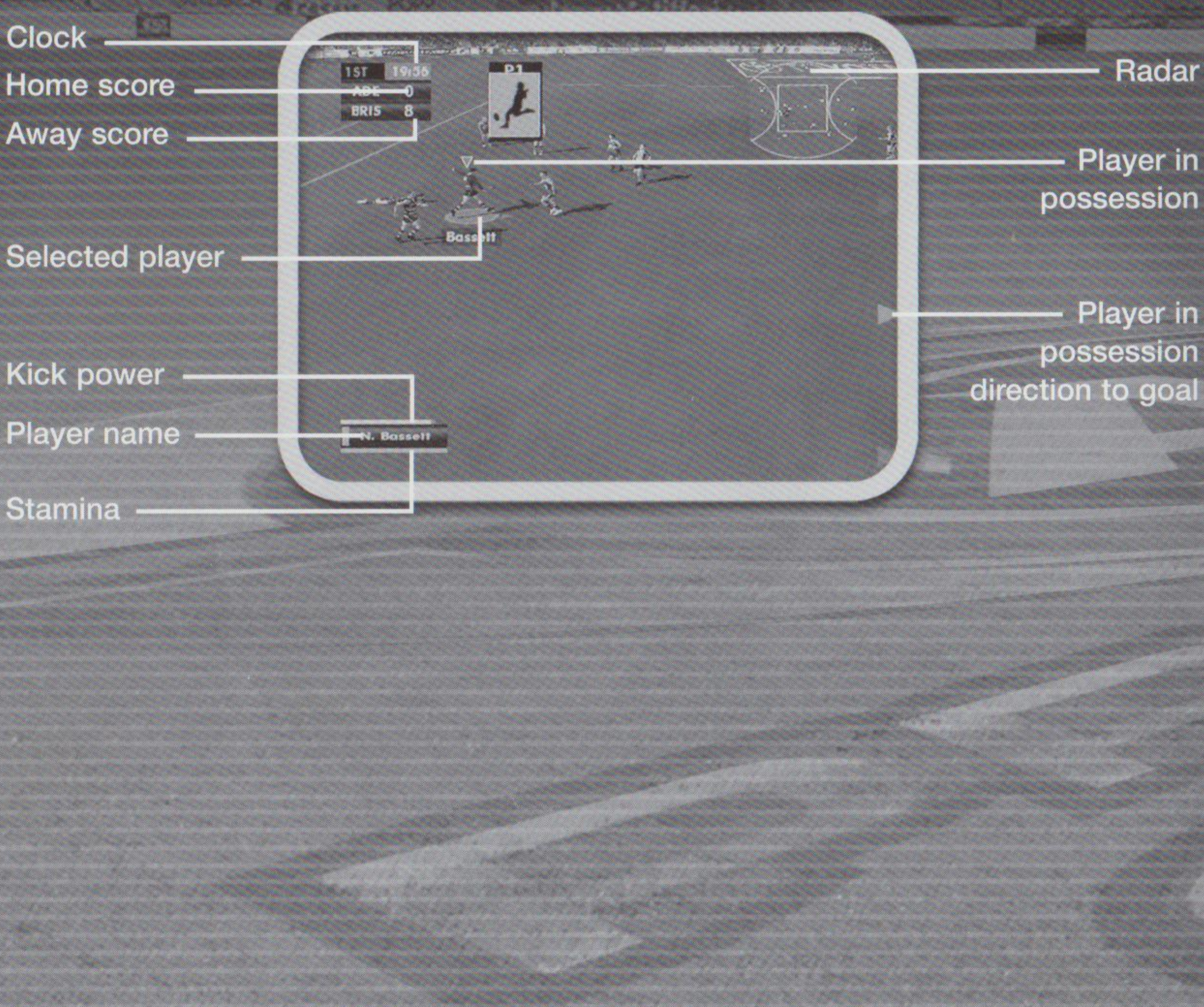
NOTE: AFL® Premiership 2007 only supports the use of the Analog Controller (DUALSHOCK®2).

USING MENU SCREENS

The following controls apply to most menu screens within the game.

Press ↑, ↓, ← or → to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the △ button.

THE GAMESCREEN



MATCH CONTROLS

BASIC CONTROLS

WITH BALL

left analog stick	Move player
⊗ button	Kick
□ button	Kick for goal
△ button	Evade
○ button	Handpass
L1 button	Sprint
R1 button	Aggressive modifier
START button	Pause

WITHOUT BALL

left analog stick	Move player
⊗ button	Tackle
□ button	Bump
△ button	Swap player
○ button	Tap and kick off ground
L1 button	Sprint
R1 button	Aggressive modifier
START button	Pause

MARKING

⊗ button	Mark
○ button	Punch
R1 button (hold) + ⊗ button	Speccie

RUCK

⊗ button	Tap
◎ button	Punch

INSTANT REPLAY

left analog stick	Zoom camera in/out
right analog stick	Rotate camera
▢ button	Restart replay
⊗ button	Pause
◎ button	Change camera
△ button	End replay
L1 button	Change player (when using the ball camera)
R1 button	Change player (when using the ball camera)

BASIC TECHNIQUES

CENTRE BOUNCE

Press the ⊗ button to tap the ball, or press the ◎ button to punch the ball during the centre bounce.

Press the relevant button at the optimum time to have a greater chance of winning the centre bounce.

KICKING

Press and hold the ⊗ button when in possession of the ball to begin kicking the ball. The kick power meter within the player bar will begin to fill up. The length of time the ⊗ button is held will determine the distance of the kick. Release the ⊗ button when the power meter reaches the green section for optimum results. At Normal and Hard difficulty levels, if the ⊗ button is released in the red section of the power meter, the ball will be over kicked and will lose all power and accuracy. Push the left analog stick ↑, ↓, ← or → to aim the kick.

SHOTS AT GOAL

The goal meter will be displayed when a player is in goal shooting range. A ball will be displayed in the goal meter and will move to the left and to the right of the meter. The distance and angle of the player shooting for goal will determine the size and speed of the goal meter. The wind can also affect the goal meter's accuracy. Press and hold the ● button when the ball displayed in the goal meter is as close to the centre of the meter as possible to attempt a shot on goal.

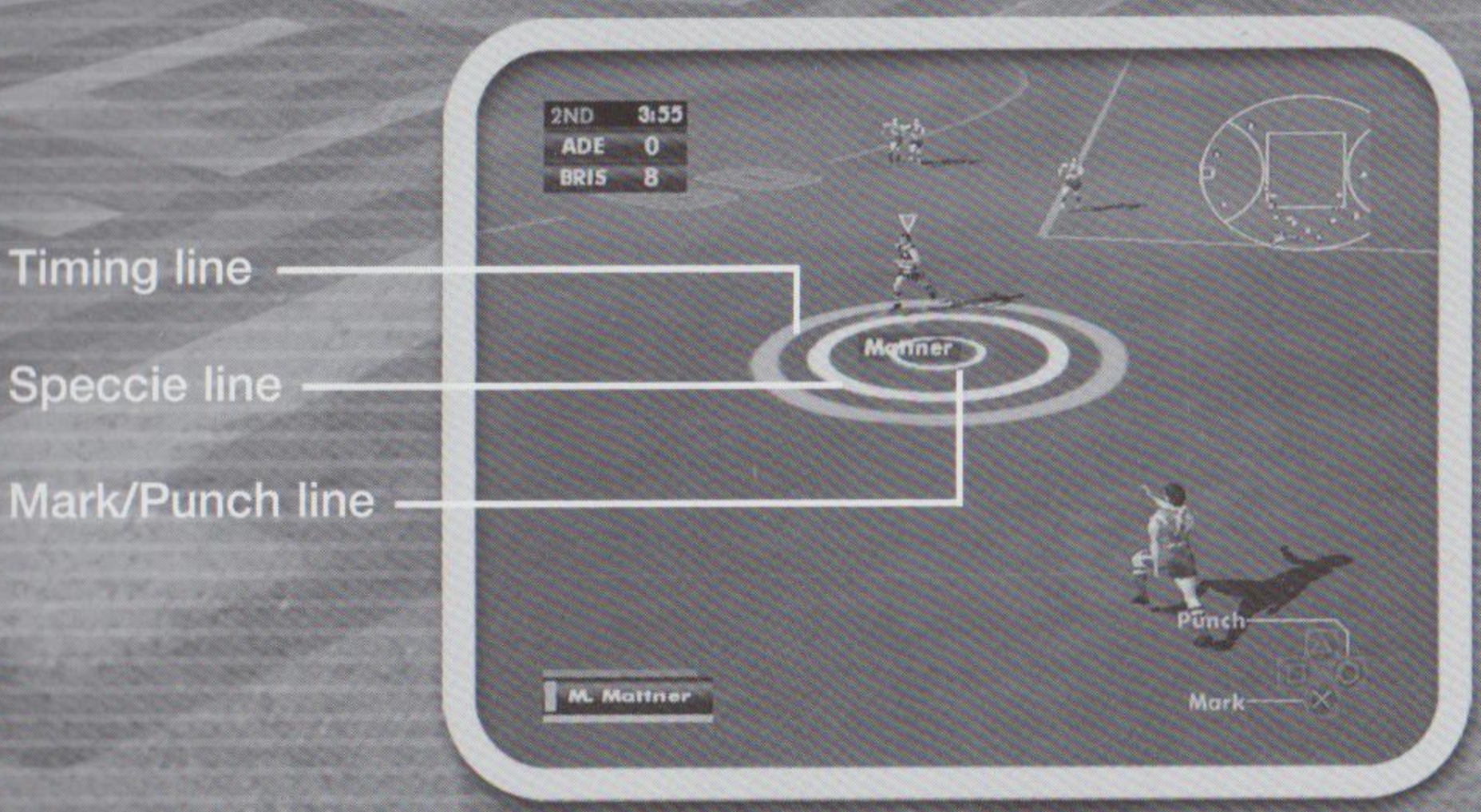
SPRINTING

Press and hold the L1 button and push the left analog stick ↑, ↓, ← or → to sprint. The stamina meter within the player bar will begin to decrease. Stop sprinting to regain stamina.

EVADING TACKLES

Press the △ button just as an opposing player attempts a tackle to try to avoid the tackle.

MARKING



As the ball is about to land, the marking indicator will appear on the ground. As the ball falls, the timing line shrinks, overlapping the other lines. Press the ⊗ button when the timing line overlaps the inner green circle of the marking indicator to perform a mark. Press the ◎ button when the timing line overlaps the inner green circle of the marking indicator to attempt to punch the ball. Press and hold the R1 button and then press the ⊗ button when the timing line overlaps the outer orange circle of the marking indicator to attempt a speccie. If a player is alone in the marking indicator, they will automatically mark the ball.

BOUNDARY THROW-IN

When the ball goes out of bounds, a boundary throw-in will be contested in the same way as a centre bounce. For further details, see the Centre Bounce section of this manual.

FREE KICKS

Press the ◎ button to handpass to a team mate, or press the ⊗ button to kick the ball. The power of the kick is determined by how long the ⊗ button is held down. Press the L1 button to play on from a free kick.

ADVANCED TECHNIQUES

TORPEDO KICK

Press and hold the R1 button and press the ⊗ button or the ▣ button to perform a torpedo kick.

SPECCIE

Press and hold the R1 button and press the ⊗ button in a marking situation to attempt to perform a speccie. A speccie can only be performed when two or more players are contesting a mark.

PLAY ON

Press the L1 button to play on after a stoppage.

STRATEGY

Press the directional buttons ⬆ or ⬇ to cycle between the different sections of the field, and press the directional buttons ⬅ or ➡ to change the strategy for the selected section. For further details about different strategies, see the In-Depth Match Tactics section of this manual.

AGGRESSIVE TACKLES AND BUMPS

Press and hold the R1 button and press the ⊗ button or press the ▣ button to perform an aggressive tackle or bump. Aggressive tackles and bumps are more effective, but have a higher risk of committing a foul or injuring another player.

TAP AND KICK OFF GROUND

Press and hold the ◎ button when the ball is on the ground and inside the Forward 50m to perform a kick off ground. Press and hold the ◎ button when the ball is on the ground and outside the Forward 50m to perform a tap off ground.

AGGRESSIVE EVASION

Press and hold the R1 button and press the △ button before an opposing player attempts a tackle to perform a spin evasion.

MAIN MENU

SINGLE MATCH MODE

PLAY NOW

Select Play Now to play a match using the default venue, time and weather settings. Press the ▣ button to randomise those settings marked by a die icon.

Highlight Play Now, then press ⬅ or ➡ to assign each controller to a team. Position the on-screen controller icon in between the home team and the away team to watch a computer-controlled single match between the two default teams, using the default settings. Press the ⊗ button to confirm and access the Pre-match Screen.

NOTE: the Play Now settings automatically default to the last settings used for a single match.

MATCH SETUP

Select Match Setup to adjust settings in more depth before starting a match.

SELECT TEAMS SCREEN

Press the R1 button or the L1 button to select either the home or the away team and press ← or → to cycle through the different available teams. When both teams have been chosen, press the ⊗ button to confirm and access the Select Guernseys Screen.

Press the R1 button or the L1 button to select either the home or the away team and press ← or → to cycle through the different available guernseys. When both teams' guernseys have been chosen, press the ⊗ button to access the Match Conditions Screen.

Press ↑, ↓, ← or → to decide on a venue, the time of day for the match, the weather conditions and the rules of play, and press the ⊗ button to confirm and access the Assign Controls Screen.

Press ← or → to assign each controller to a team, and press ↑ or ↓ to load a User Profile previously saved to Memory Card. For further details about User Profiles, see the relevant section of this manual. Press the ⊗ button when ready to access the Pre-match Screen.

Alternatively, position the on-screen controller icon in between the home team and the away team and press the ⊗ button to watch a computer-controlled single match between the two selected teams, using the selected settings.

PRE-MATCH SCREEN

Press ↑ or ↓ to choose between the Team Setup, Player Profiles or Take the Field options, and press the ⊗ button to confirm. For further details on the Team Setup and Player Profiles options, see the relevant sections of this manual.

TEAM SETUP

Press the R1 button or the L1 button to cycle through different menus within the Team Setup Menu.

SELECTED SIDE

View and adjust the starting line-up of players for the next match.

List of positions

B	Back
HB	Half Back
C	Centre
HF	Half Forward
F	Forward
FOL	Follower
INT	Interchange
RBP	Right Back Pocket

List of positions

FB	Full Back
LBP	Left Back Pocket
RHB	Right Half Back
CHB	Centre Half Back
LHB	Left Half Back
RW	Right Wing
LW	Left Wing
RHF	Right Half Forward
CHF	Centre Half Forward
LHF	Left Half Forward
RFP	Right Forward Pocket
FF	Full Forward
LFP	Left Forward Pocket
RM	Ruckman
RO	Rover
RR	Ruck Rover

To change the starting 22 players, press the ⊗ button when a player is highlighted to select them. Highlight the player who is to take the selected player's place and press the ⊗ button again. Press the ◎ button to automatically generate the starting 22. Teams selected using the automatic generate option will be based upon the best players currently in the team.

NOTE: injured players do not automatically return to the starting line-up when they recover from injury in Season Mode and Career Mode, so that automatic generation can be used to select the best 22 players.

Press the □ button when a player is highlighted to access the Player Edit Menu. Press the R1 button or the L1 button to cycle through the player's current appearance, physical and personal characteristics, as well as the EyeToy® Cameo option. Press ↑, ↓, ← or → to select a setting and adjust it.

To assign a previously saved EyeToy® Cameo mask to a player, press ← or → to cycle through any available EyeToy® Cameo masks and press the ⊗ button to confirm. Before an EyeToy® Cameo image can be assigned, it must be loaded from the EyeToy® Menu. For further details about EyeToy® Cameo images, see the relevant section of this manual.

NOTE: some personal attributes, such as official licensed player names and years of birth, cannot be changed.

TAGGING MENU

Select players to 'tag' specific members of the opposition. Press ↑, ↓, ← or → to highlight a player, then press the ⊗ button to select them. Next, highlight an opposition player to be 'tagged' and press the ⊗ button to confirm.

ROLES MENU

Decide which players will take kick-ins and which players will be Ruckmen. Press ↑ or ↓ to highlight a role and press ← or → to find a player to take on that role.

PLAYER PROFILES SCREEN

Access the Player Profiles Screen to view detailed statistics for each player. Press ← or → to scroll through the different players. Abbreviations of each attribute are explained in the following table:

SPD	Speed
STR	Strength
AGI	Agility
STA	Stamina
KCK	Kicking distance
JMP	Jumping
DUR	Durability
MRK	Marking
ACC	Accuracy
BAL	Balance

SEASON MODE

Select from Full Season, No Pre-season, Pre-season Only or Finals Only and press the ⊗ button to confirm and access the Team Select screen. Next, press ← or → to select a team and press the ⊗ button to confirm and access the Season Mode Menu.

SEASON MODE MENU

Play Next Match	Play the next scheduled match.
Simulate Match	Simulate the next scheduled match. The result and player status reports will be displayed on the subsequent screens.
Team Setup	View and adjust the team. For further details, see the Team Setup section outlined earlier in this manual.

Team Tactics	Decide upon different tactics for the Forward 50, Midfield, Defensive 50, Centre bounce, Kick-in attack and Kick-in defend. For further details about Team Tactics, see the In-Depth Match Tactics section of this manual.
Options	Adjust a variety of settings. For further details, see the Options section of this manual.
Save Game	Save all season progress so far to Memory Card.
Player Matchups	Compare statistics for players on your team to those of opposition players.
Player Profiles	View detailed statistics for each player. For further details, see the Player Profiles section of this manual.
Season Stats	View detailed statistics for each team's players over the course of the season.
Fixtures + Results	View the fixture list for the entire season.
Ladder	View the current standings.

CAREER MODE

Press ← or → to choose a team and press the ⊗ button to confirm the selection and access the Training Screen. The Training Screen is displayed before every match. When training is completed or skipped, the Training Report will be shown. Press the L1 button or the R1 button to view Team Improvement, Player Improvement and Injuries stats, then press the ⊗ button to access the Calendar Screen.

TRAINING SCREEN

Begin Training	Select to run the selected training programs and view the results before proceeding to the Calendar Screen.
Training Setup	Select to customise training programs for individual players. For further details, please see the Training Setup Screen section of this manual.
Skip Training	Select to skip training and proceed to the Calendar Screen.
Team Setup	View and adjust the team. For further details, see the Team Setup section of this manual.
Options	Adjust a variety of settings. For further details, see the Options section of this manual.
Player Matchups	Compare statistics for players on your team to those of opposition players.
Player Profiles	View detailed statistics for each player. For further details, see the Player Profiles section of this manual.
Season Stats	View detailed statistics for each team's players over the course of the season.

Fixture & Results	View the fixture list and results for the entire season.
Ladder	View the current standings.
Save Game	Save all season progress so far to Memory Card.

TRAINING SETUP SCREEN

The Training Setup option in Career Mode allows player attributes to be increased using development points. Increasing player attributes helps a player's on-field performance and makes them more valuable. Development points are awarded according to a team's performance in matches. The current amount of development points gained is displayed at the top of the Training Setup Screen.

Press the L1 button or the R1 button to cycle through the different types of players in the team, then press ⬆ or ⬇ to highlight an individual player. The player's attributes will be displayed in the Attributes panel to the right of the player list. Press the ⊗ button to select a player, then press ⬆ or ⬇ to select one of the following settings and press ⬅ or ➡ to adjust it.

Program type	Select a training program for the player to complete from None, Balanced, Skills, Fitness, Body, Reflexes and Mind.
Intensity	Select an intensity for the selected training program from Light, Medium and Heavy.
Attributes	Highlight an attribute such as speed or strength and press ⬅ to decrease it or press ➡ to increase it. Attributes are increased using a team's development points.

NOTE: at heavy intensity levels some training programs can cause injuries to players. The areas of potential gain or loss to the player's stats from the currently selected program type and program intensity are shown by coloured highlights in the player's Attributes panel. A green highlight represents a likely positive gain in that area; a red highlight represents a likely stat reduction in that area.

DEVELOPMENT POINTS

Development points are gained as described in the following table:

Conditions	Experience points earned
Playing match (regular season)	12
Simulating match (regular season)	6
Playing match (pre-season)	8
Simulating match (pre-season)	4
Playing match (finals series)	16
Simulating match (finals series)	8
Match won	4

Conditions	Experience points earned
Draw match	2
Quit the match	0
Taking first speccie	2
Three consecutive goals	2
Winning all four quarters	2
Winning by 10 goals	2
Scoring from outside 50m	2
No fouls committed	2

There are also bonus experience points available for achieving certain tasks:

Conditions	Bonus experience points earned
NAB Cup win	100
Minor Premiership	100
Grand Final loss	100
Grand Final win	200

If a player manages to obtain 100 points in a specific attribute they will gain a special ranking. A player can only have one special ranking at a time and can lose it if their attribute level decreases.

Special Ranking	Description
Harasser	Tackling
Buckets	Marking
Speccie	High-flying marks
Spearhead	Goal kicking
Aggressor	Physical presence
Long Kick	Able to bomb the ball
Motor	Quick off the mark
Engine	Able to run all day
Evasion	Hard to tackle
Torpedo	Master of torpedo kicks
Brownlow	Winner of best and fairest award
Coleman	Winner of medal for most goals

NOTE: once an attribute has reached 100, it can no longer be increased.

An injured player can not have his attributes upgraded.

CALENDAR SCREEN

The Calendar Screen operates in the same way as the Training Screen. The difference between the two is the first three options on the menu. On the Calendar Screen Training Setup, Begin Training and Skip Training are replaced by the following:

Play Next Match	Play the next scheduled match.
Simulate Match	Simulate the next scheduled match. The result and player status reports will be displayed on the subsequent screens.
Forfeit Match	Forfeit the next scheduled match.

TRIBUNALS

Players who commit on-field infringements may be reported by the Match Review Panel. If the Panel decide to file a charge against a player, the charge can either be accepted or appealed against. If a player pleads guilty to a charge, they will be banned from playing for a period of time depending on the severity of the report. If a player decides to appeal, this could significantly increase or decrease the amount of time that player is banned for depending on how the tribunal reacts to the appeal. Press the ⊗ button when charged by the Match Review Panel to accept any charges brought against a player. Press the ◎ button to appeal against the charges.

POST SEASON

The period of time between the end of a season and the start of a new season is called the Post Season. During this time certain scenarios will have to be dealt with.

RETIREMENT

At the end of each season, players will retire for various reasons. This may be due to a player's age or a recurring injury problem. Once a player has retired, they can no longer be selected or traded.

SALARY CAP

Before a new season begins every team must be under its salary cap. If a team has exceeded its salary cap, players will have to be drafted or delisted to bring the team below its salary cap before the new season can begin.

PLAYER TRADING

The trading period occurs during the Post Season and allows clubs to trade players to other clubs in exchange for players, draft selections or a combination of both. Trades can be instigated by looking through the team lists and selecting a player. Other teams will also suggest trades, which can be accepted or rejected. The success of any trade will depend on the team, player and what is on offer.

DELISTING

Before the AFL® draft, certain players may have to be delisted to make room for new players. A team can only have a maximum of 35 players and must be below the salary cap before the draft begins.

THE DRAFT

The draft allows players to be drafted between teams during the Post Season. Teams who performed poorly in the previous season will be given an earlier opportunity to pick the best new rookies to improve their team. As well as rookies, players who have been delisted will also be available during the draft. Each club will be allocated a number of draft picks depending on where they finished in the previous season's ladder. After the draft has finished, the next season will begin.

NOTE: a player whose value will breach the team's salary cap cannot be drafted.

LOAD GAME

Load a previously saved AFL® Premiership 2007 game from Memory Card.

TRAINING MODE

Get to grips with AFL® Premiership 2007 and learn all the basic and advanced techniques with interactive training tips. The match is set up like a Single Match. As the match progresses, training tips will appear explaining which controls to use in certain situations and the best way to deal with specific scenarios.

MISSIONS

Take up the challenge and feel the pressure with mission matches. Some missions have a handicap that a team must overcome; from seemingly impossible score deficits, to slim leads with seconds left on the clock.

Press the L1 button or the R1 button to scroll through the different teams and missions, then press ← or → to adjust the difficulty setting for the current mission. Each team has a different mission to try to complete, based on historic AFL® scenarios.

Each mission has a name, objective and the current score, as well as a brief description of how the match has played out so far. Press the ⊗ button when the desired mission is displayed to start that mission.

GAME OPTIONS

Press the R1 button or the L1 button to scroll through the different option screens. Press ↑ or ↓ to highlight an option and press ← or → to change a setting. Press the ⊗ button to confirm any changes and press the △ button to cancel any changes made. Press the □ button to load settings or profiles previously saved to Memory Card.

CONTROLS

Turn the vibration function of each Analog Controller (DUALSHOCK®2) on or off.

CAMERA

Adjust the default camera angle and zoom settings and turn replays on or off.

VISUALS

Turn various in-game elements on or off.

PLAY SETUP

Switch Player	Selecting "Auto" will automatically switch control to the player who is nearest the ball. If "Manual" is selected, player control will only be changed when the △ button is pressed, except in ruck and mark situations.
Difficulty	Choose from Easy, Normal or Hard.
Quarter Length	Choose from 2 mins, 5 mins, 10 mins, 15 mins or 20 mins.
Umpire	Decide how strict the umpire will be. Choose from Lenient, Moderate or Strict.
Injuries	Turn injuries on or off.
Injury Management	Select "Auto-All" to have injured players interchanged as soon as they become injured. Select "Auto-Heavy" to interchange players who are heavily injured immediately, but to leave players who have light injuries on the field till the end of the quarter. Select "Auto-Light" to interchange players who are heavily injured immediately, but to leave players who have light injuries on the field. Select "Manual" to leave all injured players on the field unless they are manually interchanged.
Input Assist	Turn "Input Assist" on to make players automatically attempt to mark the ball and automatically bounce the ball while sprinting.
Direction Assist	Turn "Direction Assist" on to aim kicks automatically towards the centre of the goal and to make players automatically chase a loose ball.

SOUND

Adjust the volume of the music, sound effects and commentary.

OPTIONS

PLAYER PROFILES

Player Profiles record a number of statistics, such as games completed, longest winning streak and super goals scored. The result of a game will only affect profile records if a Player Profile is selected when assigning a controller before the match.

CREATING A NEW PLAYER PROFILE

Press ↑ or ↓ to highlight an empty save slot and press the ⊗ button to display the virtual keyboard. Press ↑, ↓, ← or → to highlight different characters on the virtual keyboard and press the ⊗ button to select a character. Highlight "Done" and press the ⊗ button when a name has been entered to create the profile.

VIEWING A PLAYER PROFILE

Press ↑ or ↓ to highlight a Player Profile and press the ⊗ button to view a number of statistics for that Player Profile.

DELETING A PLAYER PROFILE

Press ↑ or ↓ to highlight a Player Profile and press the ▣ button to delete it.

EyeToy® CAMEO CREATOR

Let a dream become a reality and become a part of the AFL®. EyeToy® Cameo creates a realistic facial image of the player using the EyeToy® USB Camera (for PlayStation®2) and puts the image right into AFL® Premiership 2007.

To create an EyeToy® Cameo image, select EyeToy® Cameo Creator and follow the on-screen messages. A Memory Card with enough free space is required to save an EyeToy® Cameo image.

Once an image has been created, select Load EyeToy® Cameo from the Options Menu to load the created image. Once the image has been loaded, it can be assigned to a player in the Team Setup Menu.

NOTE: an EyeToy® USB Camera (for PlayStation®2) is required to use the EyeToy® Cameo Creator.

USING THE EyeToy® USB CAMERA (For PlayStation®2)

PLEASE NOTE: throughout this manual, the term "EyeToy® Camera" is used to describe the EyeToy® USB Camera (for PlayStation®2).

Holding the USB connector for the EyeToy® Camera with the USB mark facing up, securely insert the EyeToy® Camera's USB connector into either USB connector on the front of the console. The LED power indicator (blue) on the front of the EyeToy® Camera should light up blue to indicate that the EyeToy® Camera is now ready to use. If you encounter difficulties, refer to the instruction manual for the EyeToy® Camera.

Place the EyeToy® Camera on top of, or immediately below your television. Rotate the manual focus ring to focus the camera lens. If your TV is positioned on the floor, simply tilt the EyeToy® Camera for extra elevation. Alternatively, swivel the camera base around to reposition the EyeToy® Camera. Do not move the whole EyeToy® Camera; just tilt it gently. Ensure you have enough room to play. Consider the space around you – watch out for shelves, doors, walls, pets and other people.

EyeToy® CAMERA LIGHTING RECOMMENDATIONS

The EyeToy® Camera's ability to detect movement depends upon there being a significant difference in lighting between you and your background. Ideally, you should be lit from the front, as evenly as possible. If your image looks too dark on the screen, switch on all available lights in the room and point them at you. The red LED on the EyeToy® Camera will flash if the room is too dark.

If your on-screen image looks too bright, draw the curtains and use artificial light instead. Where artificial light is the primary source of illumination, concentrate all available light on you. If possible, avoid low-energy bulbs and fluorescent tubes as these tend to flicker, which may be detected as movement by the EyeToy® Camera.

Do not set up the EyeToy® Camera so that it is pointing directly towards a strong light source. Even with daylight providing the primary light source, the introduction of any extra artificial light directed at you, will always be beneficial.

CREDITS

View the staff credits for AFL® Premiership 2007.

PLAYING THE GAME

IN-DEPTH MATCH TACTICS

Numerous tactics can be employed to take advantage of specific situations or to protect a weakness in a team.

FORWARD 50 – ATTACKING ON THE LEAD

A more open forward line allows the Full Forward and Centre Half Forward room to lead from the goal square. The Forward Pockets perform the role of crumbers to the Left Half Forward in the goal square.

The Right Half Forward works with the midfielders and a Wingman to win the ball and work it to the open space.

The remaining midfielders and the Ruckman build a defensive wall on the Forward 50 keeping the ball in play, but leaving space open in the Forward 50. Defenders push up the field to strengthen the wall through the midfield.

FORWARD 50 – BALANCED

OPEN THE FACE

Smaller forwards and midfielders work to win the ball and open up the face of the goal by kicking to tall targets established along the spine. The Ruckman positions himself at the top of the Forward 50, whilst the Centre Half Forward works his way to the goal square along with one of the Half Forwards. The remaining midfielders build a defensive wall 10m outside of the Forward 50. The Full Forward leads up the spine from the goal square. Defenders marginally push up the field but hold position until the opposition in the midfield has established possession.

This tactic is best suited to sides with better than average midfielders and decent tall forwards who may struggle with goal accuracy at an angle.

FORWARD 50 – DEFENSIVE

3-MAN DEFENCE

Half Forwards and a Centre Half Forward stay in the midfield with one of the Onballers. The Centre Half Forward takes on ruck duties in the midfield except during centre bounces. Three players, both Forward Pockets and the Full Forward, remain in the Forward 50 where plenty of room is left for the rebounding attack out of the defence. Remaining Onballers and the Ruckman push back to the backline and flood the Defensive 50.

3-Man Defence is an ideal tactic for teams who struggle in their Forward 50 with marking targets, and rely on smaller faster forwards to use their pace in one-on-one contests in the open space created in the Forward 50. A team's chances of winning the ball in the backline and running it in numbers will increase with this strategy.

MIDFIELD – ATTACKING

PLAY ON

Play On allows for quick movement of the ball as the running defenders and Onballers support the player in possession. The ball is moved as quickly as possible into the Forward 50 to allow the forwards a one-on-one contest which they are likely to win. This requires players with a high stamina level to be constantly present both near the ball carrier and around all marking contests. This tactic will result in a high rotation of the midfielders through the interchange or in other ways. This tactic is recommended for teams with skilled midfielders.

MIDFIELD – BALANCED

POSSESSION

The player in possession holds onto the ball waiting for the best option possible to present itself. The player will carry the ball and aim to maintain possession for the attacking side and try to avoid any contested situations. The player in possession will not necessarily head towards the goal. Resorting to kicking the ball or performing a handball going sideways or backwards is preferred to getting involved in a 50/50 contest. Half Forwards and Half Backs support the Rover, Ruck Rover and the Centre with regards to shepherds and blocks on Taggers or opposing midfielders. Wingmen provide wide options whether by hand or by foot. Possession is generally a tactic used by teams who do not have key targets on the forward line or that have a short forward line.

MIDFIELD – DEFENSIVE

STAND YOUR MAN

Midfielders and defenders man up their opponents creating 50/50 contests. The opposition must be good enough to beat their direct opponent to advance the ball. The forward line plays loose in order to generate the space required in a forward thrust from the midfield. The team 'hedges' their bets playing both an attacking and defensive setup outside of the midfield.

DEFENSIVE 50 – ATTACKING

RUNNING OFF

Fast mid-sized and small players expose a lack of accountability from the forwards and push up the field when the ball is being cleared. By pushing up and creating a two-on-one contest in the midfield, they can free an attacking midfielder who will pump the ball into the Forward 50. The Centre Half Back will move to the outside of the Forward 50. The remaining Backman covers his man and the remaining defenders become the first targets when switching play.

The switch of play creates a loose man and opens up space where a ball can be carried through to the forward line. The Ruck Rover runs with the Ruckman at all times.

DEFENSIVE 50 – BALANCED

ACCOUNTABILITY

All defenders stick close to their opponents and do not allow them space on the lead. Staying close to the opposition creates 50/50 contests which 90% of the time should bring the ball to ground and allow smaller players the chance to bottle it up or clear the ball from defence. This is often referred to as 'Accountable' football.

Any opposition player that enters the Defensive 50 is manned up immediately.

DEFENSIVE 50 – DEFENSIVE

THE FLOOD

At its simplest, The Flood is a case of midfielders 'filling holes' in the defence and creating contested situations for leading forwards. At its most extreme, The Flood is an entire team in the defensive half of the ground slowing up play and pushing the attacking side wide to find space. This is a very effective way to shut down a free scoring team that likes to attack. However, The Flood can be broken down on the turnover when the attacking side moves the ball quickly into their forward line. Teams that employ the flooding tactic usually only win by small margins in low scoring games. They are generally lacking in quality from their forward line setup. During a flood there are minimal forward thrusts as a team will have to wait for their forwards to push up and run into space. A sheer weight in numbers is used to bring the ball forward.

CENTRE BOUNCE – ATTACKING

RUN INTO SPACE

All players begin behind the Ruckman and push forward of the ruck contest into an open space and run onto the ball. The Wingmen push up and support the midfield by either providing a handball option or by shepherding out the opposing midfield. Wingmen can also hang out wide and remain an option should the midfield encounter resistance.

CENTRE BOUNCE – BALANCED

DISH-OFF

The Rover receives the ball from the Ruckman who then handballs to the Ruck Rover who is running past. The Ruck Rover then kicks towards goal or the leading Forward. The Centre remains behind the Ruckman in case the tap is lost and the opposition gain possession. The Centre remains in the prime defensive position.

CENTRE BOUNCE – DEFENSIVE

50/50

All midfielders look to provide a 50/50 contested situation with their direct opponent. This tactic is generally employed when the opposing Ruckman is winning the tap-outs and is starving a side of the first touch. Wingmen will come in to bottle up the ball and slow the momentum of the opposition. They also provide blocks and create space when possession is won.

KICK-INS (IN FORWARD 50) – ATTACKING

3-5-4 ZONE

The idea behind the 3-5-4 Zone tactic is to cover any options in the middle of the field and to push the defensive team wide.

Conceding a short kick is an option as numbers outweigh the opposition on the next possession and provide more options for the attacking team to score on a turnover.

Although players drop back and flood the longer option, their goal is to win the ball and outnumber their opposition on the rebound and carry the ball quickly.

KICK-INS (IN FORWARD 50) – BALANCED

3-4-5 ZONE

Players spread out in three lines to provide two crumbers, usually both Forward Pockets, who can cut off the short pass as well as turn and present front and centre to a kick at the 50m line. The second and third lines provide an even blend of height and crumbing ability. The 3-4-5 Zone tactic also provides a better contest for sides employing the huddle and looking to create extra numbers at the kick-in.

KICK-INS (IN FORWARD 50) – DEFENSIVE

3-5-3 ZONE

Set a Tagger to follow around the ball winner from the opposing team. A Tagger's role is to negate the opposition player's ability to firstly win the ball and secondly to provide assistance up the field should they win possession. The rest of the defence is staggered around the Forward 50.

KICK-INS (IN DEFENSIVE 50) – ATTACKING

THE HUDDLE

Players mill around the centre of the 50m line and prior to the kick-in, lay a series of 'blocks' to free a player who is effective in the air and at ground level. This tactic allows the defending team to outnumber a zoned defence through extra numbers in a contest.

Should the opposition be manning up at the huddle, it creates huge spaces on both sides of the ground and creates a greater opportunity to move the ball on quickly if executed correctly.

KICK-INS (IN DEFENSIVE 50) – BALANCED

BROKEN HUDDLE

The Back Pockets set up 25m from goal and central. The Half Backs set up about 10m behind them. The Wingmen and an Onballer, usually a Rover or a Ruck Rover, go to the 50m line out wide. The Centre Half Back or Centre and a Ruckman start further back and lead into areas of space that are left by the players who were ahead of them.

KICK-INS (IN DEFENSIVE 50) – DEFENSIVE

SHORT OPTION

Short Option is a last resort tactic when a team has no mid-range or long options due to the dominance of the opposition in the air and at ground level. The theory is that it's better to kick short and wide in the pocket to a free team mate rather than kick long to a contest. This free team mate is generally a Back Pocket player.

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